AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims, in which claim 8 is currently amended, and claims 9-14 are newly presented.

1. (Original) A method of compiling a page containing markup text into an application that outputs markup in response to a request from a user, said method comprising:

pre-initializing a static variable of a class to contain the markup text; and

loading the class containing the pre-initialized static variable into a shared, read-only memory.

2. (Original) A method according to claim 1, further comprising:

storing the markup text in a resource file associated with the application.

3. (Original) A method according to claim 1, wherein the step of pre-initializing the static variable includes the step of:

reading the markup text from the resource file; and

initializing the static variable of the class based on the read markup text.

4. (Original) A computer-readable medium bearing instructions that, when executed, cause one or more processors to perform the method according to claim 1.

5. (Original) A method of compiling a page containing markup text into an application that outputs markup in response to a request from a user, said method comprising:

generating instructions for the application, borne on a computer-readable medium, said

instructions that, when executed, cause one or more processors to perform the steps of:

in one time the application is executed, loading a class containing a static variable into a

shared, read-only memory, said static variable being pre-initialized to contain the

markup text; and

in a subsequent time the application is executed, accessing the markup text in the shared,

read-only memory.

6. (Original) A method according to claim 5, wherein the class is not loaded into the shared, read-only memory in the subsequent time the application is executed.

7. (Original) A computer-readable medium bearing instructions that, when executed, cause one or more processors to perform the method according to claim 5.

8. (Currently Amended) A computer-readable medium bearing instructions of an application for producing markup based on static ~~mark~~ markup text, said instruction arranged, when executed, to cause one or more processors to perform the steps of:

in one time the application is executed, loading a class containing a static variable into a

shared, read-only memory, said static variable being pre-initialized to contain the markup

text; and

in a subsequent time the application is executed, accessing the markup text in the shared,

read-only memory.

9. (New) A method according to claim 1, wherein:

the markup text includes information to be displayed to a user and an annotation directing a

user agent how to render the information to be displayed to the user; and

the markup output by the application includes the annotation.

10. (New) A method according to claim 1, wherein the static variable of a class is an array of

characters.

11. (New) A method according to claim 5, wherein:

the markup text includes information to be displayed to a user and an annotation directing a

user agent how to render the information to be displayed to the user; and

the markup output by the application includes the annotation.

12. (New) A method according to claim 5, wherein the static variable of a class is an array of

characters.

13. (New) A computer-readable medium according to claim 8, wherein:

the markup text includes information to be displayed to a user and an annotation directing a

user agent how to render the information to be displayed to the user; and

the markup output by the application includes the annotation.

14. (New) A computer-readable medium according to claim 8, wherein the static variable of a

class is an array of characters.